

VISIT...

LANZAROTE
Caliente.COM

MARVEL
ONE-SHOT
1

STEPHEN DARK TOWER



GUIDE TO GILEAD

ROBIN FURTH • PETER DAVID • JAE LEE • RICHARD ISANOVE
ANTHONY FLAMINI • DAVID YARDIN • VAL STAPLES

STEPHEN KING THE DARK TOWER

GUIDE TO GILEAD

WRITER

ANTHONY FLAMINI

EDITOR AND CREATIVE CONSULTANT

ROBIN FURTH

ART

DAVID YARDIN AND VAL STAPLES

JAE LEE AND RICHARD ISANOVE

SERIES SCRIPTER

PETER DAVID

SENIOR EDITOR, SPECIAL PROJECTS
JEFF YOUNGQUIST

EDITORS, SPECIAL PROJECTS
JENNIFER GRÜNWALD
MARK D. BEAZLEY

ASSISTANT EDITORS
CORY LEVINE
JOHN DENNING

EDITORIAL ASSISTANT
ALEX STARBUCK

PRODUCTION
JERRON QUALITY COLOR

BOOK DESIGN
DAYLE CHESLER
PATRICK MCGRATH

SENIOR VICE PRESIDENT
OF STRATEGIC DEVELOPMENT
RUWAN JAYATILLEKE

SENIOR VICE PRESIDENT OF SALES
DAVID GABRIEL

EDITOR IN CHIEF
JOE QUESADA

PUBLISHER
DAN BUCKLEY

SPECIAL THANKS TO CHUCK VERRILL, MARSHA DEFILIPPO, RALPH VICINANZA, BARBARA ANN MCINTYRE, BRIAN STARK, JIM NAUSENAS, JIM MCCANN, ARJUNE SINGH, CHRIS ALLO, JIM CALAFIORE, LAUREN SANKOVITCH, NICOLE BOOSE, JOHN BARBER, LAUREN HENRY, NATHAN COSBY, MICHAEL HORWITZ, RALPH MACCHIO AND JEFF SUTER.

FOR MORE INFORMATION ON DARK TOWER COMICS, VISIT MARVEL.COM/DARKTOWER.
TO FIND MARVEL COMICS AT A LOCAL COMIC AND HOBBY SHOP, GO TO WWW.COMICS.KOFLocator.COM OR CALL 1-888-COMICBOOK.

DARK TOWER: GUIDE TO GILEAD. First printing 2009. Published by MARVEL PUBLISHING, INC., a subsidiary of MARVEL ENTERTAINMENT, INC. OFFICE OF PUBLICATION: 417 5th Avenue, New York, NY 10016. © 2009 Stephen King. All rights reserved. All characters featured in this issue and the distinctive names and likenesses thereof, and all related indicia are trademarks of Stephen King. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. \$3.99 per copy in the U.S. (GST #R127032852) in the direct market and \$4.99 per copy in the U.S. and Canada (GST #R127032852) through the newsstand; Canadian Agreement #45666537. Printed in Canada. ALAN FINE, CEO Marvel Toys & Publishing Divisions and CEO Marvel Characters, Inc.; JIM SCHILOWSKI, Chief Operating Officer; DAVID GABRIEL, SVP of Publishing Sales & Circulation; DAVID BOGART, SVP of Business Affairs & Talent Management; MICHAEL PASCELLI, VP Merchandising & Communications; JIM O'KEEFE, VP of Operations & Logistics; DAN CAVR, Executive Director of Publishing Technology; JUSTIN F. GABRE, Director of Publishing & Editorial Operations; SUSAN CRESPI, Editorial Operations Manager; ALEX MORALES, Publishing Operations Manager; STAN LEE, Chairman Emeritus. For information regarding advertising in Marvel Comics or on Marvel.com, please contact Mitch Dane, Advertising Director, at mdane@marvel.com. For Marvel subscription inquiries, please call 800-217-9158.

STEPHEN THE DARK KING TOWER



GUIDE TO GILEAD

2 CONTENTS

Barony of New Canaan	2	Buffalo Star.....	21
Hemphill.....	3	Chloe & S'Mana	22
Hendrickson	4	Lesser Demons of the Prim....	23
Kingstown	5	Selena & Morphia	24
Taunton	6	Queen o' Green Days	25
Pennilton	7	Nis	26
Jericho Hill.....	8	Raf	27
Debaria	9	Lord Perth.....	28
Gilead.....	10-15	Hax	29
Steven Deschain.....	16	Grissom's Blue-Faced	
Robert Allgood	17	Barbarians.....	30
Christopher Johns	18	Kuvian Night Soldiers	31
Charles Champignon	19	Not-Men.....	32
Gan & Bessa	20		

BARONY OF NEW CANAAN



OFFICIAL NAME: Barony of New Canaan

MAJOR CITIES: Gilead (capital)

SIGNIFICANT

GEOGRAPHICAL

LOCATIONS: Shaved Mountains, Lake Soroni

HISTORY: Known as the "Land of Milk and Honey", the Barony of New Canaan currently serves as Mid-World's center of geopolitical power. Not only is it the Affiliation's base of operations, but its barony seat of Gilead is also the home of the elite gunslingers who patrol and protect Mid-World's many baronies.

Today, the Barony of New Canaan is one of Mid-World's most fertile areas. Its Blosswood Forests provide wood for boats, its apple trees provide fruit for graft, and the flour ground from its abundant wheat fields feed people well beyond the barony's borders. Although Mid-World's Great Cataclysm rendered the earth's air, water, and land poisonous—almost wiping out all non-mutant human beings—it was the area now known as New Canaan that showed

the first signs of recovery. After just a few generations, wild animals began to breed true and farmers found that more and more threaded stock were being born by their heifers and mares. Edible crops were soon growing in the soil, and the green-gold fields and serene blue rivers made many travelers call it Mid-World's paradise. Hence, it is not surprising that Arthur Eld decided to place the capital of All-World here.

For over seven hundred years, New Canaan has been both the cultural and agricultural center of Mid-World. Many people maintain that all the Great Roads built by the ancient ones and then rebuilt by Arthur Eld's followers lead to this most important of In-World baronies.

HEMPHILL



OFFICIAL NAME: Town of Hemphill

ESTIMATED POPULATION: Approximately 3,000

NOTABLE INHABITANTS: None

SIGNIFICANT LOCATIONS: Hemphill Ranch

MAJOR PRODUCTS: Threaded livestock

HISTORY: Several years into his reign as King of All-World, Arthur Eld realized that finding a way to reduce the number of mutant livestock births was of utmost importance to the survival of his fledgling kingdom. Over thirteen hundred years earlier, the Great Cataclysm triggered by the Old People's use of poisonous weapons had led to mass mutations in Mid-World's animal population, both wild and domesticated. Desperate to bring an end to the mutations, farmers and ranchers began praying to the *can-char*, the death gods once worshipped by the Old People, for assistance. Realizing that this reverence for the vile *can-char* was enabling the Outer Dark to overcome the forces of good which Arthur Eld had sworn to protect, the king charged his most trusted scientists and stockmen with finding a scientific method for reducing the number of mutant births.

This team of scientists and stockmen convened at Hemphill, which was then a large expanse of rich grazing land north of Gilead. Starting with late-generation mutant horses whose physical deviations were less severe, the ranchers carefully bred a generation of threaded (or non-mutant) stock. Threaded stock was then bred with other threaded stock, and any mutant young were immediately slaughtered. These selective breeding practices were soon used with both cattle and sheep, making Hemphill Ranch the Affiliation's primary source of threaded livestock. As more ranchers, stockmen, and drovers relocated to Hemphill with their families, the ranch grew into a small town and was incorporated as the "Town of Hemphill" several years later.

Today, Hemphill still serves as the Affiliation's primary source of threaded livestock. Once every new moon, drovers from Hemphill move the stock south toward Gilead where the animals are sold at market. However, since many threaded horses have been lost in the increasingly frequent skirmishes between the Affiliation's gunslingers and the Good Man's Revolutionary Army, Hemphill is no longer able to meet the Affiliation's demand for new steeds.

HENDRICKSON



OFFICIAL NAME: Hamlet of Hendrickson

ESTIMATED POPULATION: 2,000

NOTABLE INHABITANTS: None

SIGNIFICANT LOCATIONS: Barony Iron Mine

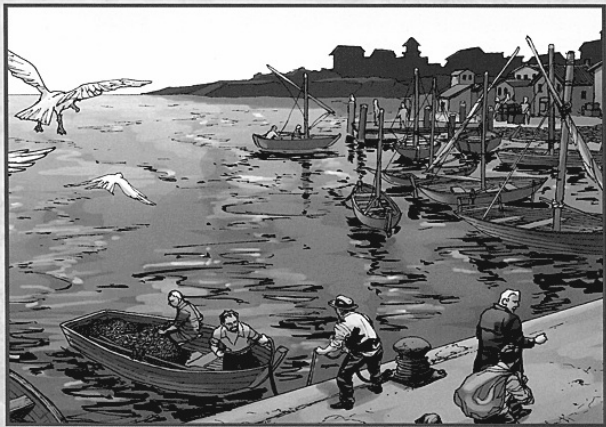
MAJOR PRODUCTS: Iron ore

HISTORY: In the twelfth year of Arthur Eld's reign as King of All-World, a giant mutant snake which had plagued the southern baronies slithered northward into the Barony of New Canaan. Named "Saita" for the corrosive, acid-like venom which she spewed from her mouth, the snake and her progeny were hunted and killed by Arthur Eld and his Knights, but not before at least ten of the Eld's Knights lost their lives. Prior to this time, Arthur Eld wielded the only known firearms in All-World, while his Knights were armed with only swords and shields. However, grieved by the loss of several of his most loyal and trustworthy men, the Eld finally allowed his court wizard and weaponsmith to examine his prized Guns of Deschain and forge duplicates to arm his surviving knights, who were rechristened as gunslingers.

Massive quantities of Mid-World steel were now needed to meet the demands of New Canaan's smithies, and the Eld deployed a team of prospectors to search for new deposits of the iron ore required to create the steel. Within a year, large iron deposits were uncovered at the foot of the Shaved Mountains west of Gilead. A settlement was soon established to house the migrant iron miners, and was incorporated as the Hamlet of Hendrickson several years later. Iron ore was mined from the Shaved Mountains and sent via wagon train to the bloomeries of Taunton, where the Affiliation's finest smithies smelted the raw ore into steel. In the following centuries, Hendrickson became integral to the Affiliation's survival, as guns eventually fell into the hands of the Affiliation's enemies and the gunslingers required even larger quantities of firearms and bullets to compete with their opponents.

"The Good Man" John Farson, who now seeks to topple the Affiliation, realizes Hendrickson's importance to sustaining the gunslingers' armories. Several years ago, Farson's agents killed nearly all of Hendrickson's livestock with tainted feed, bringing the iron ore mining operation to a temporary halt. Although Hendrickson has since recovered, Steven Deschain, the gunslinger's *dinh*, fears that Farson may lead a full-scale attack on the hamlet in order to cut off the Affiliation's access to Hendrickson's valuable iron deposits.

KINGSTOWN



OFFICIAL NAME: Town of Kingstown

ESTIMATED POPULATION: 7,000

NOTABLE INHABITANTS: None

SIGNIFICANT LOCATIONS: Affiliation Shipyard

MAJOR PRODUCTS: Ships, fish

HISTORY: Over the past hundred years, Kingstown has become renowned for its shipyards. Blosswood trees (also known as "blossies") are felled and their light, strong timber is hauled to Kingstown's shipyards, where the planks are bent into ship's hulls and fastened together with treenails and hemp rope. Ships are then launched from the dockyard built at the town's eastern flank.

Kingstown also supports a healthy commercial fishing industry, and its fish products are transported to fishmongers in open-air markets throughout New Canaan.

TAUNTON

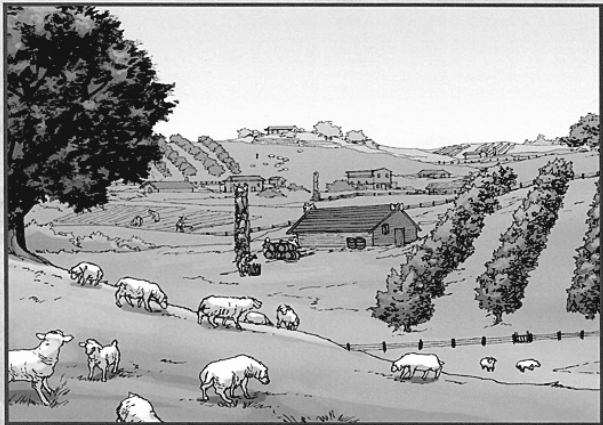


OFFICIAL NAME: Town of Taunton
ESTIMATED POPULATION: 4,000
NOTABLE INHABITANTS: None
SIGNIFICANT LOCATIONS: Taunton Furnaces
MAJOR PRODUCTS: Steel

HISTORY: Originally a ranch town specializing in milk and beef production, Taunton's economy drastically changed shortly after the founding of the Kingdom of All-World. Two years after Arthur Eld was crowned king in New Canaan's capital city of Gilead, large deposits of lime were uncovered in Taunton's general vicinity. Since Taunton's skilled smithies and metallurgists were famous throughout Mid-World, Arthur Eld turned to these craftsmen to arm his assemblage of Knights with swords and shields as they set out to rid the countryside of harriers and mutants. Later, when the Eld finally allowed his court wizard and weaponsmith to examine his steeshooters so that they could copy their design and arm his knights with duplicates of those most famous weapons, massive quantities of Mid-World steel were needed to forge guns and bullets. Since large iron deposits had already been uncovered at the foot of the Shavéd Mountains, the smithies of Taunton began to import large quantities of the iron ore needed to feed their furnaces, forges, and bloomeries. As the jurisdiction and responsibilities of Arthur Eld's newly christened gunslingers rapidly expanded, Gilead became increasingly dependent on Taunton's steel weapons in order to maintain peace throughout the land. Even following Arthur Eld's death, the Affiliation relied on Taunton for its guns and ammunition.

Unfortunately, those who wish to destroy the Affiliation also recognize the gunslingers' dependence on Taunton. As recently as four years ago, agents of the "Good Man" John Farson plotted to kill a significant portion of Taunton's population with poisoned meat, knowing that such a catastrophe would bring the town's furnaces and smithies to a grinding halt and eventually render the gunslingers powerless. Fortunately, the plot was uncovered before it came to fruition and many of the conspirators were executed.

PENNILTON



OFFICIAL NAME: Town of Pennilton

ESTIMATED POPULATION: 5,000

NOTABLE INHABITANTS: None

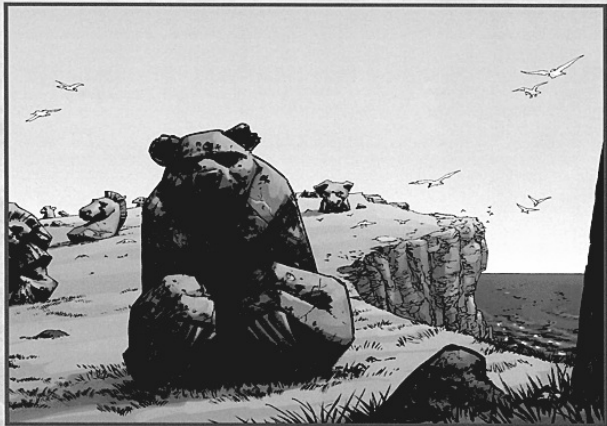
SIGNIFICANT LOCATIONS: Pennilton Brewery

MAJOR PRODUCTS: Apples, graf, wool

HISTORY: Historically, the town of Pennilton is most famous for its breweries. Pennilton's graf is the most popular drink in In-World and is imbibed by adults everywhere, from wealthy barons in the Great Hall of Gilead to lowly mine workers in the seedy taverns of Hendrickson.

Pennilton's citizens remain extremely loyal to the Affiliation, and each year approximately five of the town's most promising boys are selected to begin gunslinger training. Much to the townspeople's delight, a large number of Pennilton's citizens have become successful gunslingers.

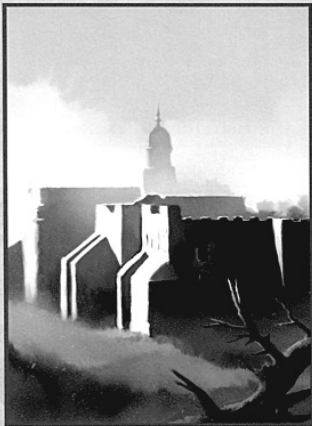
JERICHO HILL



Located far to the north, Jericho Hill has historically been considered a crucial strategic location for those wishing to defend Mid-World's civilized borders. Its eastern side ends in a cliff composed of splintering shale rock which drops abruptly into the Clean Sea. As the sedimentary shale is composed mostly of salts and other minerals found within the Clean Sea, it is widely suspected that the sea level was once much higher.

The western edge of Jericho Hill, known as the "Hill of Stone Faces," is a long, sloping field littered with massive sculptures of Mid-World's ancient gods. Like Mid-World's many stone circles, the carved faces found on Jericho Hill are thought to be the leftovers of some ancient religious rite. By many, this place is considered both haunted and unlucky.

DEBARIA



OFFICIAL NAME: Debaria
ESTIMATED POPULATION:

Approximately 8,000

NOTABLE INHABITANTS: Little Sisters of the Rose

SIGNIFICANT LOCATIONS:
 Little Sisters of the Rose Retreat for Disgraced Women

HISTORY: Debaria is best known as the home of the Little Sisters of the Rose, a religious order founded just over 300 years ago. Located a few wheels from the city proper, the Little Sister's motherhouse is a walled estate of pastures, fertile fields, barns, cookhouses, and dormitories. In terms of food and clothing, the nunnery is self-sufficient. In fact, the sisters grow enough produce to provide aid to the many refugees displaced by John Farson's raids. However, it is not just food that the sisters provide to these refugees. In recent years, Debaria's head sister (known as Big Sister) has declared that each member of her order should spend at least one quarter of each twelve-month tending those injured by Mid-World's increasing number of skirmishes. Hence, the sisters' white medical tents are frequent (and welcome) sights on the edges of battlefields or in the environs of razed cities.

Among Gilead's elite gunslingers, the motherhouse is most famous for its retreat for disgraced women. Over the years, the sisters have provided sanctuary for many a high-born lady seeking penance for

betraying her husband or her city. Unlike the sisters, who can be easily identified by their white wimples and white habits (the breasts of which are embroidered with single red roses), the motherhouse's visiting penitents are adorned in black. When a woman enters the retreat her forehead is smeared with ashes—a symbol of her guilt. However, the sisters believe that as these ashes gradually wear away, so do the woman's sins. But respected as this retreat is, it is the sisters' rose garden that draws pilgrims to Debaria from all over Mid-World.

The sisters' rose garden is part of the circular temple complex which sits at the center of their estate. At the heart of this complex is a temple in the shape of the Dark Tower, though in the place of the Tower's central oriel window of many colors is a magnificent piece of stained glass in the shape of a great dusky pink rose. Surrounding the complex is a circular gray stone wall topped with twelve gargoyles carved to resemble the Guardians of the Beam. According to legend, if anyone approaches the nunnery with an impure thought, one of the statues will spring off of its pedestal and crush the offender.

Between the Tower-shaped temple and the stone wall of Guardians lies the sisters' rose garden. The sisters maintain that all of the roses growing in their garden sprang from a single blossom brought back from Can-Ka No Rey, the red rose fields surrounding the Dark Tower itself. Like those singing roses which bloom at the heart of End-World, the flowers in the sisters' garden are dusky pink on the outside, fierce red on the inside, and have centers as yellow as the sun. Also like the roses surrounding the true Tower, the sisters' blossoms are reputed to have healing properties. Hence, people suffering from ailments as diverse as falling sickness and the rot travel to this In-World city to become whole again. Those who meditate within the motherhouse's inner sanctuary maintain that the roses sing, and that it is the song of the roses that radiates the healing energy of the White.

GILEAD



OFFICIAL NAME: City of Gilead, Barony Seat of New Canaan

ESTIMATED POPULATION: Approximately 10,000

HEAD OF GOVERNMENT: Steven Deschain, gunslinger *dinh* and Lord of Gilead

NOTABLE INHABITANTS: Mid-World's gunslingers

SIGNIFICANT LOCATIONS: Castle Gilead, Great Hall of Gilead, Lower Town, Old Quarter

MAJOR PRODUCTS: Apples, milk, honey, textiles, manufactured goods

HISTORY: The great walled city of Gilead is the barony seat of New Canaan. Unlike most of Mid-World's baronies which are ruled by mayors or other elected officials, the Barony of New Canaan subscribes to a much older form of leadership. Its rulers—an elite band of gunslinger-knights—inherited their positions of power. Gilead's present *dinh*, or king, is Steven Deschain, a gunslinger-knight descended from the ancient king of All-World, Arthur Eld. Most of Steven Deschain's lords are the progeny of the Eld's original *ka-tet*.

Although Gilead was one of the Old People's major cities, after the Great Cataclysm it fell to ruin. However, in the minds of the people left in the land—men and women who had suffered greatly from the poisons and mutations caused by the

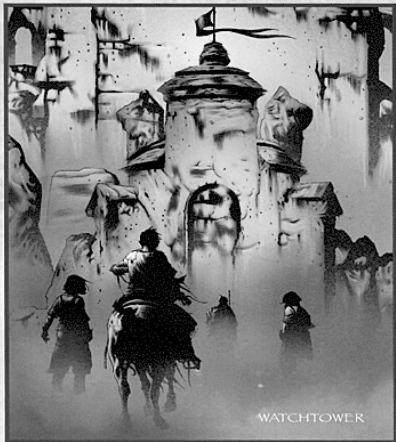




Old People's contaminants and toxic weapons—it remained a powerful symbol of Mid-World's former fertility and abundance. Even in the worst of times, those living in or near Gilead were able to produce edible crops and drinkable graf.

True to its mythic reputation as a land of plenty, Gilead and its surrounding lands were some of the first to recover from the Great Poisoning. Hence, when Arthur Eld was searching for a capital for his new kingdom of All-World, the ancient city of Gilead seemed the perfect location. Surrounded by arable farmland and ancient orchards, it became a symbol of hope. In the seven hundred years since then, Gilead has remained the cultural and agricultural hub of Mid-World.

Today, the City of Gilead remains Mid-World's greatest living city. Sitting like a jewel amid New Canaan's lush green-gold fields, vibrant red apple orchards, and serene blue rivers, it is a magnet for vendors and merchants of all classes, as well as artisans, musicians, artists, and fortune-hunters. Its formidable stone walls provide protection from enemies and its many inns and taverns create audiences for bards and actors.



Although people travel to New Canaan in order to experience her diverse culture, it is her agriculture that is still Mid-World's great marvel. Famous for its apples and its graf, it is also well known among stockmen for the many threaded cows and horses born there. Unlike the outlying baronies, where many normal-seeming heifers and mares still birth muties, in New Canaan, almost all stocklines are threaded. Similarly, Gilead's apiaries are famous for the high-quality honey they produce—free from the toxins and contaminants produced by the bees of other areas.

Although the entire city is surrounded by a heavily defended outer wall, Gilead can be subdivided into three distinct districts. These are the merchant area of West-Town (which contains the respectable Old Quarter), the slum district of the Lower Town, and the Castle Complex.



MARKETPLACE

WEST-TOWN AND GILEAD'S OLD QUARTER

West-Town, which as its name suggests occupies the western section of the city, is Gilead's merchant district. Here can be found the homes of Gilead's most respected citizens. The streets of its brick and wrought-iron Old Quarter are lined with established businesses, and a steady stream of horses trot down its tree-shaded lanes. Although some of the roads are metaled or paved, most are still cobbled. The Old Quarter contains a central market square, where goods from all over Mid-World are brought for sale and barter.



LOWER TOWN

GILEAD'S LOWER TOWN

The filthy, labyrinthine streets of Lower Town contain many of the city's less reputable establishments, such as the saloons and brothels. Fishmongers sell their goods along the twisted streets, giving the entire area the smell for which it is famous. Other vendors and peddlers hawk dried fig leaves, fresh popkins, and sometimes the illegal black market goods that occasionally find their way into the city. Gilead's Lower Town is the home of the city's poorer citizens. However, despite its reputation, many of its inhabitants are respectable craftsmen and merchants.



CORT'S COTTAGE

GILEAD'S CASTLE COMPLEX

While Gilead's outer wall protects the city, Gilead's inner wall protects the castle complex. Located on a hill, the castle's defensible wall and high towers provide the best views of the city and of the surrounding countryside. Militarily speaking, it is also one of the most easily defensible positions in all of Mid-World.

In actuality, Gilead's castle functions almost as a town-within-a-town. The numerous grand stone structures of the central palace house Gilead's *dinh* and his family, as well as many of the lords and ladies of the court. Maidservants, cooks, stable boys, and myriad other castle servants also live within this walled enclosure. Also considered part of the castle is the Baby Forest, where young gunslingers practice their survival skills while undergoing their training.

Gilead's palace complex is one of the most impressive collections of ancient buildings in all of Mid-World. The seven-hundred-year-old main palace consists of more than a hundred rooms and is built around a central courtyard. From the castle's elegant stone turrets flutter Gilead's dark blue pennons which depict Arthur Eld's horse Llamrei,

the sigil of all In-World. Behind this central palace are the back courts where ladies play points, but beyond these gaming fields are the green swards where gunslingers practice the arts necessary for war. Adjacent to these green fields stands Gilead's venerable Great Hall, also known as the Hall of the Grandfathers. It is on this stone dance floor, below the grand balconies and chandeliers of crystal filament lights left over from the days of the Great Old Ones, that the court's lavish social events are celebrated. Fair-Day Riddling Contests, the Sowing Night Cotillion, and all other feasts take place here.



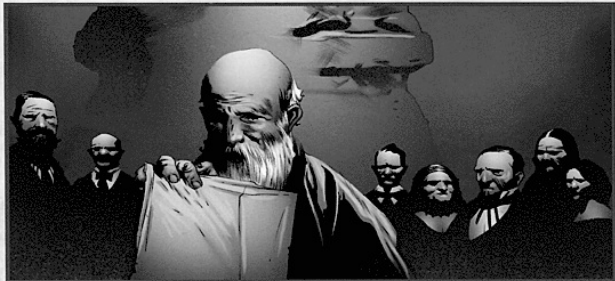
ARMORY

But perhaps the most famous part of the Gilead castle complex is the Square Yard, located behind the Great Hall. It is here that apprentice gunslingers must fight their tutors in hand-to-hand combat. Only if they succeed will they be given their guns and accepted as men. Those who fail are sent west in disgrace. Unfortunately

for Gilead, many of these disgruntled failures are now joining the cause of John Farson and are plotting the fall of the grand city in which they were born.



GILEAD'S FAIR-DAYS



In the green and fruitful Barony of New Canaan, time is measured according to an ancient agricultural calendar. Although Gilead's citizens acknowledge that the year contains just four seasons—winter, spring, summer, and autumn—much more important to them are the subtler and more varied seasons of the harvest cycle. Each phase of this cycle is marked by a Fair-Day. In total there are seven Fair-Days: Winter, Wide-Earth, Sowing, Mid-Summer, Full Earth, Reaping, and Year's End. Not only do these Fair-Days mark the important dates of the crop calendar, but they are also the way in which Gilead's citizens pay homage to their oldest gods.

The first Fair-Day of the New Year is known as the Winter Festival, or the Feast of Yarin. Celebrated during the bitterest moon of the year, it helps to break the depressing monotony of cold and snow. The Feast of Yarin is followed by the late winter/early spring festival of Wide-Earth, which marks the first stirrings of new life. Like the holiday of Sowing, which comes after it, this Feast-Day is especially sacred to the Queen o' Green Days, the ancient goddess of spring.

Fair-Days are not just religious days. They are also carnival days and each one has its own particular rituals. For example, the Festival of Sowing is famous for its Fair-Day dance known as the Sowing Night Cotil'. The careful, geometrical steps of this dance resemble a courting ritual. Mid-Summer, also known as Glowing Day, is celebrated with fireworks. However, a central part of every Fair-Day is the ancient game of riddling. Although the winning riddler is always awarded the largest goose in the barony, it is not just for this prize that people compete. For the man or woman who becomes the Riddling Champion is believed to gain favor in the eyes of Bessa, wife of the Great God Gan.

At noon on each Fair-Day, a great barrel is placed on the floor of Gilead's Great Hall. Into this barrel are tossed riddles written on bark scrolls. Many of these riddles are ancient, but each year new riddles are added by prospective riddlers. Three judges—one of whom is always a gunslinger—read through each conundrum. As long as the word-puzzles are deemed fair, they become part of that day's contest.

When the riddling contest is about to begin, contestants draw lots to discover their place in the riddling line. Since it is better to be at the end of the line than at the beginning, each person hopes for a high draw. However being last in line does not assure success, since every riddler has to answer at least one question correctly.

Once the riddling line has formed in the center of the Great Hall, the contestants approach the barrel one at a time to withdraw a question. The question is read aloud by the Riddle Master, and the monitor turns over a three-minute glass. Contestants have until the sands in the glass run out to answer their question. If they can not guess, or guess incorrectly, they are disqualified and their question is passed to the next participant. Although the game is fun for onlookers, for those who take part it is deadly serious. On more than one occasion, disgruntled losers have ended up in arguments and fistfights.

STEVEN DESCHAIN



REAL NAME: Steven Deschain

ALIASES: None

NICKNAMES: Son of Henry

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Lord of Gilead, *dinh* of the gunslingers

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Alaric "Henry" Deschain (father, deceased), Gabrielle Deschain (wife), Roland Deschain (son), Alan Veriss (father-in-law, deceased), Arthur Eld (ancestor, deceased), Emmanuelle Deschain (ancestor, deceased), Sir Kay Deschain (ancestor, deceased)

EDUCATION: Gunslinger training, educated by Gilead's finest tutors

Steven Deschain is the hereditary ruler of Gilead and the leader of the city's elite *ka-tet* of gunslingers. He is the twenty-ninth generation descended from Arthur Eld, the ancient king of All-World, and his jilly, Immanuelle Deschain. Before his son Roland

won his guns at the age of fourteen, Steven was the youngest apprentice ever to best his trainer Cort in the Square Yard and win his guns. Like his fathers before him, Steven wears a true gunslinger's six-shooters—the ones with sandalwood-handled grips. In fact, his guns are the same weapons that were originally carried by his illustrious ancestor, Arthur Eld.

Tall, thin, and with a heavy handlebar moustache, Steven often dresses in faded denim jeans, a dusty shirt of blue chambray, and a dark, flat-brimmed hat with a snakeskin band—gruff looks which belie his high birth. Like all gunslingers, Steven is an aristocrat, and it is in part this class division—and the resentment it breeds among the poor people of Mid-World—that the harrier John Farson has exploited in order to further his cause of mayhem and rebellion. There is nothing that John Farson would like more than placing Steven Deschain's severed head on the end of a pike, but so far Gilead's *dinh* has outwitted his enemy.

Over the years, many members of Gilead's inner court have been seduced into following John Farson. However, none have caused as much damage to the city, and to Steven Deschain personally, as Marten Broadcloak—Steven's former counselor and wizard. Not only did Broadcloak seduce Steven's wife and convince her to betray her husband and her city, but he flaunted his affair with Gabrielle to trick Steven's son Roland into taking his test of manhood years too early. (Roland wanted to win his guns so that he could shoot Marten through the heart and avenge his father's cuckolding.)

Luckily, Roland succeeded in besting his tutor Cort and now is a fully-fledged gunslinger like his father. Although Steven is proud of his son, he also worries that Roland's quick temper will allow him to be manipulated by the gunslingers' many enemies. Though he rarely shows emotion, Steven's attachment to his son and her is profound. He has often said to his closest companions that he could not survive the death of his only child.

HEIGHT: 6'2"

HAIR: Dark brown

WEIGHT: 179 lbs.

EYES: Blue

SPECIAL SKILLS: As a trained gunslinger since the age of sixteen, Steven Deschain is a skilled marksman, hand-to-hand combatant, war strategist, animal trainer, hunter, and horseman. As the Lord of Gilead, he is also a seasoned statesman and diplomat.

EQUIPMENT: Like his fathers before him, Steven Deschain wields the Guns of Deschain which are his birthright. The guns' cylinders, hammers, and sights are cast from tempered blue-grey steel allegedly obtained from Arthur Eld's legendary sword, Excalibur. Near the muzzle of each gun is a scrollwork engraving that translates to "white," which was Arthur Eld's *dinh* mark. The guns' sandalwood grips date to the time of Arthur Eld, though these finely-grained grips have not lost their fragrance over the centuries. It is said that both the steel and sandalwood from which the guns were made originated on an alien world and can be found nowhere else in Mid-World. Steven also carries the fabled Horn of Eld, an artifact passed down through the generations and rumored to possess supernatural powers.

ROBERT ALLGOOD



REAL NAME: Robert Allgood

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Gunslinger

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Cuthbert Allgood (son), Sir Bertrand Allgood (ancestor, deceased)

EDUCATION: Gunslinger training

HISTORY: Robert Allgood was born into Gilead's Allgood family, a prestigious line of gunslingers directly descended from Sir Bertrand Allgood, one of Arthur Eld's original Knights. Like most gunslinger apprentices, Robert was taken from his home at age six and relocated to the communal apprentice barracks where he began his training as a soldier. Among his contemporaries were Steven Deschain, the future Lord of Gilead, and Chris Johns, both of whom became his lifelong friends.

During his time as an apprentice, Robert became renowned for his lightning-quick reflexes and his affinity for the many dialects and tongues of Mid-World. Shortly after reaching age eighteen, Robert bested his trainer Cortland "Cort" Andrus in combat, thus ascending to full-fledged gunslinger status. Robert was given the guns used by his father, who had died two years earlier on a mission in the Barony of Desatoya.

Robert has one son, Cuthbert Allgood. Not long ago, Cuthbert accompanied his friends Roland Deschain (son of Steven Deschain) and Alain Johns (son of Chris Johns) to the seaside town of Hambry in the Barony of Mejis, an area previously believed to be loyal to the Affiliation. While there, the three boys exposed and exterminated a treacherous ring of Farson supporters. Because of their unusual bravery, impressive battle skills, and demonstrated maturity, both Cuthbert and Alain were awarded the guns of fully-fledged gunslingers. (Roland had already won his guns before leaving for Mejis.) As would be expected, Robert Allgood is extremely proud of his son and expects him to accomplish great things.

HEIGHT: 6'0"

HAIR: Brown

WEIGHT: 195 lbs.

EYES: Brown

SPECIAL SKILLS: As a trained gunslinger since age eighteen, Robert Allgood is a skilled marksman, hand-to-hand combatant, war strategist, animal trainer, hunter, and horseman. He is also a skilled mimic and is fluent in the many dialects and languages of Mid-World.

EQUIPMENT: Robert Allgood wields a pair of sandalwood-handled six-shooters cast from burnished steel. The guns' cylinders each contain six chambers and fire hand-thrown shell fragments. Once the gun has been fired, the hammer must be cocked to make the cylinder revolve.

CHRISTOPHER JOHNS



REAL NAME: Christopher Johns

ALIASES: None

NICKNAMES: Burning Chris

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Gunslinger

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Alain Johns (son), Alfred Johns (ancestor, deceased)

EDUCATION: Gunslinger training

HISTORY: Like his friends Robert Allgood and Steven Deschain, Christopher Johns was born into a powerful gunslinger family. He is the direct descendant of Sir Alfred Johns, one of Arthur Eld's original knights. Like all other boys born into the elite gunslinger class, Chris Johns began his training at the age of six and lived in the apprentices' barracks until he won his guns at the age of eighteen.

As a young man, Christopher's quick temper and wild exploits earned him the nickname "Burning Chris." However Christopher's days as "Burning Chris" are long behind him, and he functions as one of the Affiliation's most respected and influential gunslingers.

According to family tradition, a significant number of male family members married women from the psychic Manni tribe in the years following Arthur Eld's rise to power. As a result, many of the Johns children have been strong in the touch. Although this skill may be latent in Christopher, in his son Alain it is particularly well-developed.

HEIGHT: 6'1"

HAIR: Black

WEIGHT: 185 lbs.

EYES: Hazel

SPECIAL SKILLS: As a trained gunslinger since age eighteen, Christopher Johns is a skilled marksman, hand-to-hand combatant, war strategist, animal trainer, hunter, and horseman. He specializes in offensive strategy, and is usually responsible for formulating the gunslingers' plans of attack.

EQUIPMENT: Christopher Johns wields a pair of sandalwood-handled six-shooters cast from burnished steel. The guns' cylinders each contain six chambers and fire hand-thrown shell fragments. Once the gun has been fired, the hammer must be cocked to make the cylinder revolve. Christopher's guns were originally wielded by Sir Alfred Johns nearly 700 years ago.

CHARLES CHAMPIGNON



REAL NAME: Charles Champignon

ALIASES: None

NICKNAMES: Charles, Son of Charles

PLACE OF BIRTH: Gilead, Barony of New Canaan

OCCUPATION: Gunslinger

AFFILIATION: Gunslingers, the Affiliation, the White

KNOWN RELATIVES: Arra Champignon (wife)

EDUCATION: Gunslinger training

HISTORY: Like his fathers before him, Charles was taken from his home at age six and relocated to the communal apprentice barracks where he began his gunslinger training under the tutelage of Cortland Andrus, weapon master, and Abel Vannay, philosophy teacher. Charles won his guns at age nineteen.

Charles' first major job as a full-fledged Gunslinger was to conduct the execution of the traitor Hax, who had formerly been Gilead's head cook. Although Hax and a castle guard had been overheard plotting the annihilation of an entire town (they were planning to feed them tainted meat), Hax remained unrepentant to the end of his life. Charles fulfilled his job as hangman, but the experience haunted him for the rest of his life. Unlike many of the other gunslingers living in Gilead, Charles fears that the Good Man's followers are multiplying too quickly for them to be defeated, and he fears that the Affiliation's end may be fast approaching.

Charles is one of Gilead's most promising young gunslingers. He and his wife Arra—who is of Manni descent—are expecting their first child.

HEIGHT: 5'11"

HAIR: Brown

WEIGHT: 175 lbs.

EYES: Brown

SPECIAL SKILLS: As a trained gunslinger, Charles Champignon is a skilled marksman, hand-to-hand combatant, war strategist, animal trainer, hunter, and horseman. Although many contemporary gunslingers gravitate toward gunplay, Charles is unusually accomplished in the ancient sword systems practiced by Arthur Eld's original Knights.

EQUIPMENT: Charles Champignon wields a pair of sandalwood-handled six-shooters. The guns' cylinders each contain six chambers and fire hand-thrown shell fragments. Once the gun has been fired, the hammer must be cocked to make the cylinder revolve.

GAN & BESSA



According to Mid-World folklore, Bessa is the beloved wife of the great god Gan, who is the animating spirit of the Dark Tower. As the wife of the initiator of *ka*, Bessa is believed to be the only god or goddess with enough influence upon the forces of the universe to actually alter a human being's fate. Hence, she is the patroness of gamblers and of those whose destinies are out of their personal control. She is also the patroness of riddling contests, since she was believed to have invented that ancient and sacred game in order to entertain her husband.

Bessa's worshippers are many and diverse. Those involved in court cases, those who are about to undergo surgery, or those about to undertake difficult journeys all make offerings to Bessa before their trials begin. Once a successful outcome has been achieved, further offerings are made to this goddess, to assure her that her kindness is appreciated.

Bessa is the goddess of *khuf*, or life force, and her symbol is the rose. Doctors and nurses are protected by Bessa, and many healers wear her rose emblem for luck and strength.



BUFFALO STAR



The constellation known as Buffalo Star was a familiar sight to ancient Mid-Worlders who believed that this faint group of distant suns was actually the body of the Great Bison who had been placed in the heavens by Gan himself. By all accounts, the worship of Buffalo Star is one of Mid-World's oldest religions. Images of the wounded bison can be found in cave paintings that not only predate the rise of Arthur Eld, but are also millennia older than the ancient Imperium.

Although the worship of the wounded bison is extremely ancient, in the immediate aftermath of the Great Cataclysm, during Mid-World's blighted age when her once great cities were reduced to radioactive ruins and her once fertile fields were reduced to poisonous wastelands, the old belief in a buffalo god took on new importance. In the poisoned lands of the Outer Arc, Buffalo Star was said to roam the barren plains and willingly offer his body to the starving human survivors whose traditional food sources had been poisoned. Some tales maintained that he even sacrificed his shaggy brown pelt so that the masses could insulate their bodies from the frigid and unforgiving winter cold. Because of these altruistic stories, Buffalo Star soon developed a loyal following of disciples, even in some of the Downland Baronies where life was less precarious.

Today, clerics within the Order are known as "Preachers of the Buff." Dressed in buffalo hides, they conduct wild ceremonies that often end in orgiastic encounters. The Preachers of the Buff are often criticized by outsiders for their aggressive efforts to recruit new members. These aggressive tactics have led to several confrontations between Preachers of the Buff and followers of other gods.

CHLOE & S'MANA



Since many Mid-Worlders believe that the soul can become lost or confused on its way to the clearing, an invocation of Mid-World's many protective death gods is a central part of any funeral rite. It is believed that by invoking the appropriate divinities, friends and family members can ensure the safety of the departed, since the gods of death will guide him towards the afterlife and will protect him from any evil forces that try to block his way to peace and rest.

In all of these prayers, Chloe, the goddess of spiritual strength, is asked to fortify the departed soul with a small portion of her own fortitude. Then S'mana, the god of reconciliation and forgiveness, is asked to restore the soul's sense of inner harmony.

Blessed by these two divinities, the newly-departed spirit can then be reunited with the many friends and family members that await him.

The following prayer, with the name of the departed inserted, is one of the most common death prayers recited at funerals:

Time flies, knells call, life passes, so hear my prayer.

Birth is nothing but Death begun, so hear my prayer.

Death is speechless, so hear my speech.

This is my friend, who served his ka and his tet. Say true.

May the forgiving glance of S'mana heal his heart. Say please.

May the arms of Gan raise him from the Darkness of this earth. Say please.

Surround him, Gan, with light.

Fill him, Chloe, with strength.

If he is thirsty, give him water in the clearing.

If he is hungry, give him food in the clearing.

May his life on this earth and the pain of his passing become as a dream to his waking soul, and let his eyes fall upon every lovely sight; let him find the friends that were lost to him, and let every one whose name he calls call his in return.

This is my friend, who lived well, loved his own, and died as ka would have it.

Each man owes a Death. This is my friend. Give him Peace.

LESSER DEMONS OF THE PRIM



In the beginning there was only the Prim, the magical soup of creation. From the Prim arose Gan, the spirit of the Dark Tower, who spun the physical universe from his navel. When the magical tide of the Prim had receded from the earth, the Tower and the Beams remained, forming the framework of the time/space continuum. However, the receding Prim also left behind it a slotsam and jetsam of demons and elemental spirits. Some of these intangible beings (known collectively as the Lesser Demons of the Prim) strangled in the new element of air, but others adapted and thrived. Among the surviving demons were numerous sexual predators, including oracles, incubi, and succubi.

Oracles are the spirit-demons trapped within stone circles. In ancient times they were fed with human sacrifices. Either male or female, these demonic entities can be coaxed into giving prophecies, but the price is always sexual intercourse. However, unless the person demanding prophecy is well-versed in the ways of demons, he will most likely have his soul swallowed as well. Often described as "demons with no shape, only a kind of unformed sexual glare with the eye of prophecy," these creatures feed on *khef*, or life force. However their favorite food is human desire.

In many ways Mid-World's incubi (masculine) and succubi (feminine) are similar to the demons of those names found in our world. Both have intercourse with sleeping human beings, and by so doing, draw off a portion of their *khef*. However, in Mid-World there are other types of incubi and succubi that feed on waking human beings. These other sexual vampires search out men and women wandering in the wastes. When they find such lonely people, they take on a beautiful human form and seduce them. Unless these human victims can free themselves from the vampires' hungry embrace, they will be sucked dry.

SELENA & MORPHIA



Selena and Morphia are two of Mid-World's dangerous death goddesses. Morphia is also known as the daughter of Sleep, and Selena is also called the daughter of the Moon. In some local traditions, Morphia is also called the Lady of the Black Moon. In other words, she is the goddess of the dark of the moon—the time of banishing spells and black magic. Both deities are beautiful temptresses.

Selena and Morphia share a similar purpose. Both tempt men hovering on the edge of death to follow them into the clearing, often before their true time has come. Those who are suffering from infected wounds or who are extremely ill are warned that they may be approached by one of these lovely women. Whichever one appears, she will speak about the ease and pleasure of death, and then she will offer her arm. Tempted by the beauty of the deity who stands before him—and by her promises of painless sleep and gentle embraces—a man will often travel with her to the other world, not realizing that it is his spirit-body that travels away from earth, not his physical one.



QUEEN O' GREEN DAYS



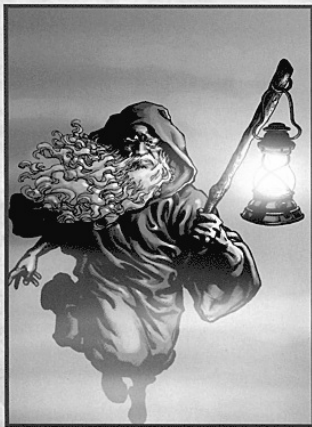
The Queen o' Green Days is Mid-World's goddess of spring. In traditional art she is usually depicted as a beautiful, fertile young woman crowned with fruit and flowers and wearing a gown of green leaves. She is worshipped by Mid-World farmers and is the patroness of calves, foals, lambs, chicks, and kids. She is also the protector of young children and of new growth. Although her worship is not widespread in Mid-World's cities, the Queen o' Green Days' importance is still acknowledged during the seasonal Fair-Day of Wide-Earth (the late winter festival which marks the first stirrings of new life) and the spring Fair-Day of Sowing, when the first crops are planted. During these festivals, baskets of sharpshoot, gourds, and winterberries are symbolically offered to the Queen in the hope of winning her favor.

In ancient times, the Queen o' Green Days was worshipped with fertility festivals. Young girls dressed in green gowns would dance over the early spring fields. They would be joined by young men dressed in yellow, who represented the sun. These couples would mate in the open, and by so doing, would assure the fruitfulness of the earth. Any babies conceived at this time were considered extremely lucky.

Although such openly sexual rituals are still practiced in remote regions of Mid-World, in most places these fertility rites have become symbolic. During the Festival of Sowing (also known as the Festival of New Earth and Fresh Commala), young

men and women take part in a Fair-Day dance known as the Sowing Night Cotil'. The intricate, geometrical steps of this dance resemble a courting ritual. Like most of Mid-World's other gods, the Queen o' Green Days is believed to love the ancient art of riddling. Riddling is an especially important part of the festival of Wide-Earth, since it is believed these brain-teasers wake the Queen from her long wintry sleep.

NIS



Nis is the name of both Mid-World's benevolent god of dreams and the land of sleep where he dwells. The Crimson King's great grey horse is also called Nis, though the Spider King of End-World stole this epithet for his steed in the hope that it would help him ride into the minds of sleeping humans and invade their thoughts.

Whenever a man experiences an epiphany or is struck by a sudden burst of creativity, Nis—who is also regarded as a god of wisdom and divine inspiration—is cited as the source. In fact, Nis has been credited with inspiring prominent men throughout Mid-World's history. Many claim it was Nis who inspired Arthur Eld to unite the governments of Mid-World and reclaim the land for men. Nis was also credited with assisting the generations of bards of the Grand Crescent in the development of the Commala songs and dances which later spread to all regions of Mid-World.

Whenever a man falls into a coma or loses consciousness, it is believed that his mind is stranded in the Land of Nis. This is not due to any malevolence on Nis' part, but rather because the mortal mind becomes easily enthralled by the altered states of awareness experienced within Nis' extradimensional realm. When this occurs, prayers and offerings are made to Nis in the hope that he will guide the unconscious man's spirit back to Mid-World upon his next nightly pilgrimage into the mortal realm.



RAF



Like Lord Seminon, who is the personification of the prewinter gales that sweep across Mid-World's borderlands, Raf is a wind god. Legends concerning his speed and agility are many. The inhabitants of coastal villages in the Inner Baronies maintain Raf is so fast that he can run across the Clean Sea without sinking beneath the water's surface. Many people of the Western Baronies believe that the destructive tornados which ravage the land are actually Raf running across the prairie. Even Gilead's gunslingers are trained to be "as quick as Raf" when drawing their pistols.

In popular artwork, Raf is usually depicted with wings on his legs and/or feet. He often wears a winged helmet. Like the Roman god Mercury, whom he resembles, Raf often serves as a guide for the dead, leading them to the clearing at the end of life's path.

LORD PERTH



REAL NAME: Lord Perth (first name unknown)

ALIASES: None

NICKNAMES: None

PLACE OF BIRTH: Unknown

OCCUPATION: Warlord

AFFILIATION: None

KNOWN RELATIVES: None

EDUCATION: Unknown

HISTORY: The ancient poem about Lord Perth is recited throughout Mid-World. According to legend, Lord Perth was a giant of a man who went forth to war with a thousand well-armed men, but he was still in his own country when a young boy threw a stone at him and hit him in the knee. Lord Perth stumbled, the weight of his armor bore him down, and he broke his neck in the fall. Although folktales maintain that Lord Perth was of extraordinarily large proportions, by all accounts he was not a mutant but a human being.

The most famous line of the Lord Perth poem goes as follows: "So fell Lord Perth, and the countryside did shake with thunder." This line is quoted whenever something great and mighty dies, or when a powerful force is defeated by something much smaller and weaker. To this day, tyrants and tyrannous outlaws consider the Lord Perth legend a bad-luck story since it maintains that power alone does not guarantee success, and that even the mighty can be undone by the forces of good, no matter how outnumbered those forces might be.

Although little is known about the boy who supposedly defeated this most notorious of Mid-World harriers, local legend states that he was from the Forest District in the northern part of New Canaan. However, as often happens with such folk heroes, many areas of Mid-World now lay claim to him. Mid-World's story of Lord Perth bears a strong resemblance to our world's Biblical story of David and Goliath. In both tales, a great hero is cast down by a young boy.

HEIGHT: Exact height is unknown

HAIR: Unknown

WEIGHT: Exact weight is unknown

EYES: Unknown

SPECIAL SKILLS: Lord Perth was a legendary figure possessing phenomenal size and strength. Many legends maintain that he could uproot a full-grown tree with his bare hands.

EQUIPMENT: In traditional illustrations, Lord Perth is often depicted carrying a massive spiked mace. The mace was reputedly so large and heavy that it took three normal men to lift it.

HAX



REAL NAME: Unknown

ALIASES: None

NICKNAMES: Hax

PLACE OF BIRTH: South Islands

OCCUPATION: Former head cook of Gilead

AFFILIATION: John Farson

KNOWN RELATIVES: None

EDUCATION: None

Hax was Gilead's head cook and the absolute ruler of the west kitchen. Described as a huge hulking man with a crude-oil complexion and a gold ring in one ear, he was especially beloved by children, even Gilead's apprentice gunslingers. Hence, his secret support for John Farson, also known as the Good Man, came as a shock to most of those living in the city's central castle.

Shuffling about the three rooms of the high-ceilinged, steamy kitchens like a tractor in low gear and wearing huge, Caliph-like slippers, Hax was difficult to miss. Although his white chef's clothing was usually stained with food, he was a true culinary artist.

Hax took it upon himself to inform the children of the castle about the history of the Great Old Ones, also known as the Old People of Mid-World. According to Hax, long before the time of Arthur Eld, before the Old People destroyed themselves with their own pride and hubris, they built twelve leading into, and out of, Mid-World. They created these Guardians to atone for the wrongs they had done to their fellow men, and to the fabric of the time/space continuum. Hax also taught the castle's children the Guardian rhymes, such as the famous Turtle Rhyme that begins, "See the TURTLE of enormous girth! On his shell he holds the earth."

When he was in early middle age, Hax's traitorous ties to the Good Man, John Farson, were discovered. According to the tale told in Gilead, Roland Deschain, son of Gilead's *dinh*, and Cuthbert Allgood, his fellow gunslinger apprentice, overheard Hax and a castle guard discussing plans to poison the people of Taunton with tainted meat. Hax was hanged on the Taunton Road. Even when he stood at the base of the gallows tree and had the hangman's noose around his neck, Hax refused to repent the Good Man's cause. He went to his death proclaiming that he had remembered the face of his father.

GRISSOM'S BLUE-FACED BARBARIANS



By far the most feared of Farson's followers are the blue-faced barbarian tribesmen led by John Grissom and his eagle-eyed son. When going into battle these warriors ritualistically paint their faces with a vibrant-blue paste made from pulverized lapis stone, a practice which makes them appear both otherworldly and terrifying. Although their traditional weapons tend to be swords, arrows, bahs, and bolts, since joining forces with the followers of the Outer Dark, many have taken to using guns.

Like the berserkers of our world, these blue-faced fighters enter a battle-frenzy. When confronting their enemies they frequently growl and howl like mad dogs or wolves. They have been known to gnaw on their shields and to charge their opponents like bulls. When the frenzy is upon one of these fighters, he seems almost impossible to kill. Some have been known to take up to twenty bullets in their bodies before dropping to the ground. It is not surprising then that the Good Man values their services so highly, or that terrible superstitions have begun to spread throughout Mid-World about them. Some of those who have fought against these berserkers swear that the blue-faced barbarians are not men at all, but demons.

KUVIAN NIGHT SOLDIERS



The Kuvian Night Soldiers were a band of legendary assassins known for their stealth and cunning. According to most popular traditions, they originated in the vast expanse of arid desert land and rugged mountain terrain known as Kashamin. Many people believe that these fierce warriors were part of the Red Spider Cult, a secretive sect that worshipped the crimson tarantulas that dwelt beneath the shifting desert sands.

Like John Farson's hordes, who often brag that they are the inheritors of the Kuvian Night Soldiers' prowess and ferocity, these desert assassins were said to have raided many of Mid-World's outlying Dogans in order to steal the technology and ancient artillery stored there. In popular art the Kuvians are frequently depicted wearing goggles and gas masks over their desert robes. The goggles allowed them to see in total darkness and the gas masks meant that they could breathe even during the worst dust storms.

NOT-MEN



The Not-Men's name derives from the ancient Mid-World belief that these invisible scoundrels are "not men" but rather vengeful spirits who have escaped the flaming pits of Na'ar in order to rape, plunder, and pillage. However, in recent times several Not-Men have been caught and hanged for their crimes, proving to the populace that they are mortal creatures.

Both stealthy and secretive, Not-Men refuse to share the secrets of their race or sect with outsiders, even when they are being tried for their lives. Hence, almost nothing is known about their origins. Some traditions maintain that they are a type of were-creature. Only when the moon is full they do not turn into beasts but become invisible. Since most attacks by Not-Men occur close to the full moon this could be true, especially since the few who have been trapped have been hanged (or some would say lynched) for their crimes almost immediately. No one has been able to determine whether they become visible as the moon wanes. However, other traditions state that the Not-Men are in actuality a loosely-knit association of criminals who have mastered a form of cloaking technology left behind by the Old People. Once again, there is little evidence to prove or disprove this belief.

The most difficult problem sheriffs face when apprehending a Not-Man (other than the lynch mobs who are always close by) is the fact that their invisibility makes it very easy for them to escape even the most heavily guarded prisons. The fact that many Not-Men seem to have slipped through the very bars of their cells makes many think that they are in fact shape-shifters, albeit invisible ones.

DARK TOWER: TREACHERY PREMIERE HC - ON SALE APRIL 2009

STEPHEN KING THE DARK TOWER



TREACHERY

SINCE THE GOLDEN AGE OF ELD — WHEN GILEAD WAS FIRST NAMED THE CAPITAL OF THE FLEDGLING KINGDOM OF ALL-WORLD — THE CITY HAS SERVED AS MID-WORLD'S MOST INFLUENTIAL URBAN CENTER. IN THE LATEST DARK TOWER HANDBOOK, EXPLORE GILEAD'S SEEDY LOWER TOWN AND AFFLUENT WEST-TOWN CORRIDOR! LEARN ABOUT THE RELIGIONS OF BUFFALO STAR AND THE QUEEN O' GREEN DAYS! MARVEL AT THE LEGEND OF LORD PERTH! BEWARE THE THREATS POSED BY THE BLUE-FACED BARBARIANS AND KUVIAN NIGHT SOLDIERS! THE GUIDE TO GILEAD IS THE ONLY WAY TO NAVIGATE THE PAST, PRESENT AND FUTURE OF THIS MAGNIFICENT METROPOLIS! FEATURING PROFILES ON:

BARONY OF NEW CANAAN
HEMPHILL
HENDRICKSON
KINGSTOWN
TAUNTON
PENNILTON
JERICHO HILL
DEBARIA
GILEAD
STEVEN DESCHAIN
ROBERT ALLGOOD
CHRISTOPHER JOHNS
CHARLES CHAMPIGNON
GAN & BESSA
BUFFALO STAR
CHLOE & S MANA
LESSER DEMONS OF THE PRIM
SELENA & MORPHIA
QUEEN O' GREEN DAYS
NIS
RAF
LORD PERTH
HAX
GRISSOM'S BLUE-FACED BARBARIANS
KUVIAN NIGHT SOLDIERS
NOT-MEN





Raven-DCP



Like it, buy it!